

AMENDMENTS TO THE CLAIMS

1. (Currently Amended) An OSD control method comprising:
storing frame data, which corresponds to a frame, in a display buffer with plural registers;
storing OSD data, which corresponds to an OSD window included in the frame, in a memory; and
copying the OSD data in the register corresponding to the OSD window by an data processing method.

2. (Original) The OSD control method as claimed in claim 1, wherein the data processing method is bit block transfer.

3. (Original) The OSD control method as claimed in claim 1, wherein the data processing method is video overlay.

4. (Original) The OSD control method as claimed in claim 1, wherein, the steps of copying the OSD data in the register comprises:

setting up a bit block transfer flag; and
copying the OSD data in the register of the display buffer corresponding to the OSD window by bit block transfer.

5. (Original) The OSD control method as claimed in claim 4, wherein, further comprising the steps of:

recovering the data in the register of the display buffer which corresponds to the OSD window; and
clearing the bit block transfer flag.

6. (Original) The OSD control method as claimed in claim 1, wherein, the steps of copying the OSD data in the register comprises:

setting up a video overlay flag;
setting up a video overlay window;
setting up a video overlay register; and
enabling a video overlay function displaying the OSD window.

7. (Original) The OSD control method as claimed in claim 6, wherein, further comprising the steps of:

disabling the video overlay function; and
clearing the video overlay flag.